

Wii™

Kirby's Epic Yarn™



INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

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For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting,
please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com

For age rating information for this and other software,
please consult the relevant website for the age rating system in your region.

PEGI (Europe): www.pegi.info

USK (Germany): www.usk.de

Classification Operations Branch (Australia): www.classification.gov.au

OFLC (New Zealand): www.classificationoffice.govt.nz

Russia: minsvyaz.ru/ru/doc/index.php?id_4=883

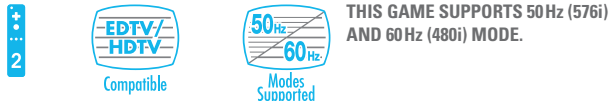
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the KIRBY'S EPIC YARN™ Disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® Hardware system, Disc or Accessory.

Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.



THIS GAME SUPPORTS 50 Hz (576i)
AND 60 Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

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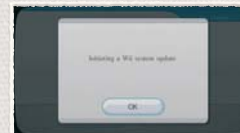
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Wii Menu Update

Please note that when first loading the disc into the Wii™ console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii System Update Confirmation Screen** will appear. Select OK to proceed with the update. Updates can take several minutes and may add Channels to the **Wii Menu**. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the disc.



NOTE: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure. Channels added by a **Wii Menu** update will be saved to the Wii System Memory if there is enough free space. These additional Channels can be deleted from the **Data Management Screen** in Wii Options, and can subsequently be re-downloaded from the Wii Shop Channel at no extra cost.

When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.

★ The Story ★

One day, in the peaceful kingdom of Dream Land, Kirby™ was out for a stroll when he spotted his favourite food, a bright red tomato, sitting on top of a bush. As soon as he tried to swallow the tomato, however, a caped sorcerer appeared!



Yin-Yarn the Sorcerer

"Hey! That's my magic Metamato!" the sorcerer shouted.

But Kirby gulped the Metamato right down! Just then, a white sock around the sorcerer's neck began to glow...and Kirby was sucked right into the sock!

It took Kirby a moment to realise that, somehow, the sock had transported him to a world made entirely of cloth and yarn. And, to his great surprise, he saw that his whole body was made out of yarn as well!



Kirby

Then Kirby noticed a yarn monster chasing a blue yarn boy! Kirby transformed into a car and saved the boy from the monster. Apparently, that strange Metamato had given Kirby the power to seamlessly turn into a car...and who knows what else?

The blue yarn boy said his name was Fluff and that he was the prince of Patch Land. Prince Fluff explained that he was on a journey to stitch the continents of Patch Land back together after they had been torn apart by Yin-Yarn the Sorcerer. When Kirby heard this, he decided to help Prince Fluff save Patch Land and defeat the evil Yin-Yarn!



Prince Fluff

Getting Started

Insert the **KIRBY'S EPIC YARN™** Disc into the Disc Slot.
The Wii console will switch on.

- 1 The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



- 2 Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.



Wii Menu

- 3 The **Channel Preview Screen** will be displayed. Point at **START** and press the A Button.



Channel Preview Screen

- 4 The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.



Information Wrist Strap Screen

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Synchronising your Wii Remote with the Wii console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. The **Standard Mode** procedure is used when adding additional Wii Remotes to your system or if you want to re-synchronise your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

Standard Mode – Once synchronised, the Wii Remote will stay synched to the console unless you overwrite this setting by synching the Wii Remote to a different console.

One Time Mode – This mode allows you to temporarily use your Wii Remote on a console other than your own or to use a friend's Wii Remote on your console. **It does not delete the Standard Mode setting stored in the Wii Remote.** In this mode, the Wii Remote will only communicate with the console while the power is on. When the power is turned off, the Wii Remote will lose its synch with the console.

- A Wii console can have up to 16 Wii Remotes synched to it – 10 in **Standard Mode** and 6 in **One Time Mode**.
- Only a Wii Remote in **Standard Mode** can turn the console power on or off.

One Time Mode Synchronisation

NOTE: This mode temporarily removes **Standard Mode** synchronisation setup for all Wii Remotes until the power of the Wii console is turned off. When the power is turned back on again, the **Standard Mode** settings will return.

1. Press the **HOME** Button on a Wii Remote that is synchronised with the console.
2. Select the **Wii REMOTE SETTINGS** option from the **Home Menu Screen**, then select the **RECONNECT** option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the console. **The order in which you synchronise Wii Remotes will set the player order for multiplayer games.**
4. The Player LED will blink during the synching process. Hold the buttons down until the blinking stops which indicates that the connection is complete.

For more information please refer to the Wii Operations Manual – System Setup.



60 Hz (480i) Mode

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.

50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the **+** Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.



EDTV/HDTV (480p) Mode – Progressive Scan

EDTV/HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV/HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV/HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.



Playing for the First Time (Creating a Save File)

It is recommended that you create a save file the first time you play. Select OK to create a save file and proceed to the **Title Screen**. You will need 31 blocks of free space in the Wii System Memory to create a save file for this game.

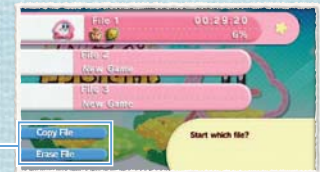
Title Screen

Use the **+** Control Pad to highlight either **ONE PLAYER** or **TWO PLAYERS**, then press the **2** Button to make your selection. You will need to synchronise a second Wii Remote to play with two players.

Note: See p. 11 for more information about **Two-Player Co-op Mode**.

File Selection Screen

Choose a save file and select YES to load a game. You can also copy and erase save files on this screen.



File Options

COPY FILE

Copy the selected save file to another save slot. Choose the file you want to copy, then choose the desired slot for the new file.

ERASE FILE

Select the save file you want to erase.

Note: Erased save files cannot be restored, so please be careful!

About Saving

Whenever you successfully clear a stage (p. 19), acquire fabric or furniture (p. 21–22) or redecorate a flat (p. 21), your data will be saved automatically.

Note: For more information about managing save files and SD Card data from your **Wii Menu**, please refer to the Wii Settings and Data Management section of the Wii Operations Manual – Channels & Settings.

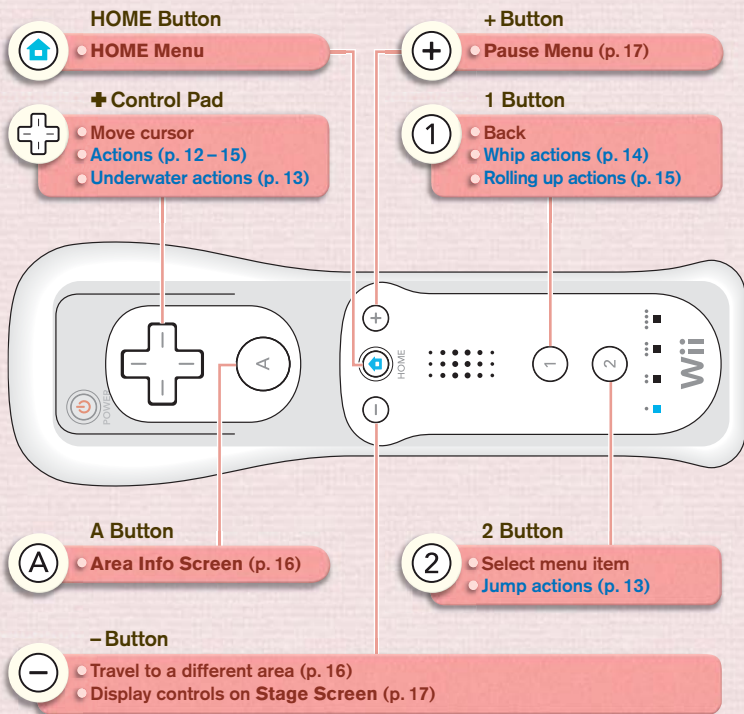
Basic Controls

Hold the Wii Remote in the horizontal position to play **KIRBY'S EPIC YARN**.
Parts of the game will also require you to point the Wii Remote at the screen.

Wii Remote (Horizontal Position)

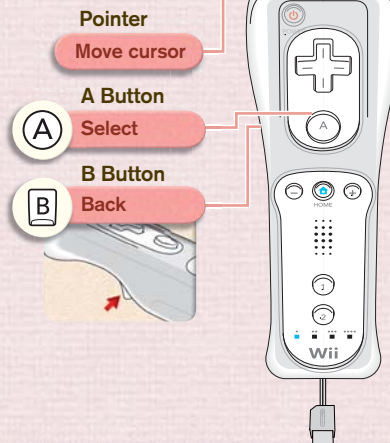
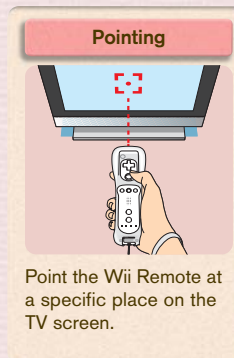
Red text refers to when you are making menu selections, and **blue text** refers to when you are controlling Kirby. For more information on Kirby's actions, see p. 12–15.

Note: When watching one of the in-game films, press the + Button and select YES to skip to the end. If you have started watching a film, it will be available for later viewing in Patch Plaza (p. 20).



Wii Remote (Vertical Position)

You will need to point the Wii Remote at the screen and hold it in the vertical position when you redecorate a room (p. 21) in Dom Woole's block of flats.



Two-Player Co-op Mode

If you have two Wii Remotes, you can play as Kirby while a friend plays as Prince Fluff. Prince Fluff's controls are the same as Kirby's. Synchronise the second player's Wii Remote, then choose **TWO PLAYERS** from the **Title Screen** or **Stage-Start Screen** (p. 17). When the P2 mark appears, the second player can press the 2 Button on his or her Wii Remote to enter **Two-Player Co-op Mode**.

Note: Some transformations (p. 15) will entail different controls for the two players.



Angie to the Rescue!

In a stage, either player can press the A Button to summon Angie and have her carry them to the other player. While Angie is carrying you, you cannot be hurt by enemies (p. 18). Press the 2 Button while being carried to make Angie fly faster.



Actions

Kirby has many new ways of manipulating both himself and his surroundings.
He can throw out a piece of yarn to defeat enemies or use objects.
You will need to master these actions in order to save Patch Land!

Movement Actions

Walk



Dash



Press left or right twice quickly to turn into a car.

Crouch



Climb/Descend Ladder



Snake

Press in the direction of an open passage.



Turn yourself into a single strand of yarn that can pass through narrow openings.



Go in Front of/Behind a Layer of Fabric

Door



Stand in front of a doorway and press up on the Control Pad.



Now you've passed through to the other side of the fabric!

Stitching

If you're behind a piece of fabric, you can use the stitching as a platform!

Jump Actions

Press the 2 Button while in the air and hold it.

2

Jump

Jump high into the air.

Weight

Transform into a weight and crush enemies or break blocks (p. 14).



Parachute

Transform into a parachute to slowly drift downwards. Release the 2 Button to transform back.

Underwater Actions

Swim

or and 2

Swim using the Control Pad and press the 2 Button repeatedly to go faster. Press and hold to tread water. You can still use whip actions (p. 14) and rolling up actions (p. 15) while underwater.



Jump

Press and hold up on the Control Pad, or press the 2 Button, when swimming near the surface.

Speak to Your Friends and Enter Stages

While on the **Area Screen** (p. 16), a will appear when you approach the characters in Quilty Square (p. 20) or the entrances to various areas and stages. When you see this icon, press up on the Control Pad to speak to that character or enter that area/stage.

Whip Actions

Use your Yarn Whip to peel off Pull Patches and yank buttons.



Patches and Buttons

Peel off Pull Patches and yank buttons to reveal rewards and new areas to explore.

Attack an enemy to...

Yarn Whip

Throw out your Yarn Whip at an enemy or a block.

①

Pull a zip or a button to...

Swing

You can also swing from certain buttons! Attach your Yarn Whip to a button, then hold left or right on the **+** Control Pad to swing. You can jump higher than usual if you release your whip and jump at the top of your swing.

Unravel it!

Kirby can unravel enemies to defeat them or unravel obstacles to clear his path.

Undo it!

Hold left or right on the **+** Control Pad to undo a zip.

Unravel a Block

Kirby can unravel certain blocks. Clear out Yarn Blocks by unravelling them, throwing a ball of yarn at them or transforming into a weight and crushing them. You can't unravel Cloth Blocks, but you can throw a ball at them or crush them. There are also Denim Blocks , which Kirby cannot break.

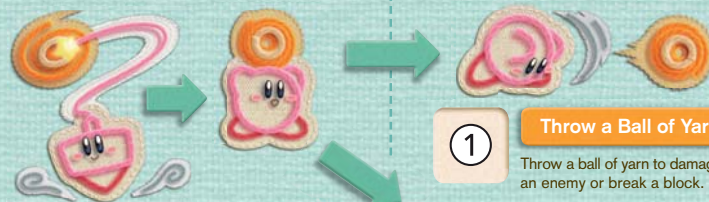
Yarn Block



Cloth Block



Rolling Up Actions



①

Throw a Ball of Yarn

Throw a ball of yarn to damage an enemy or break a block.

Roll Up

Press the 1 Button to attack enemies, and hold down the 1 Button to roll them up!

You can roll up an enemy or block into a ball of yarn. Some things you roll up will explode if you don't throw them quickly. Some things will even target enemies after being thrown!

Drop a Ball of Yarn



You can drop a ball of yarn, then whip it again to pick it up.

Transformations

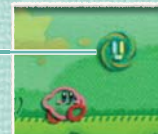
Pull on a Transform Patch to reveal a Metamortex! Each type of Metamortex is different and will grant Kirby different abilities.

Note: For more information about transformations, press the **-** Button or open the **Pause Menu** (p. 17) and select **CONTROLS** while transformed.

Touch a Metamortex to...

transform into Tankbot!

Metamortex



Tankbot

Try out all of the transformations!

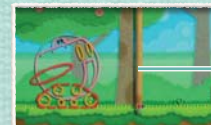


Saucer



Off-Roader

Finish your transformation at a Reel Gate.



Reel Gate

Exploring Patch Land

Patch Land has all sorts of areas to explore! Each area includes several stages, including a boss stage and bonus stages.

Area Screen

This is where you can access stages.

Stages

Stages marked with ??? are not yet open. Find the correct Area Patch (p. 19) to open them!



Area Info Screen

Press the A Button while on the **Area Screen** to display the **Area Info Screen**. This is a map that shows which stages are open, as well as the medals (p. 19) and treasures (p. 18) you have acquired on each stage.

Current Area



Number of Beads

Next Area

Areas you cannot yet enter will be marked with ???.

Stage Info

is the medal you've earned, are treasures you've found, and are treasures you haven't found yet.

Moving to Other Areas

Exiting at the far left and right ends of each area will take you to a new area. Alternatively, press the - Button to select an area and travel there instantly. Use the + Control Pad to scroll to an area, then press the 2 Button to select it. You can also choose an area to visit by selecting MAP on the **Pause Menu**. You cannot travel to areas you have not yet unlocked.



Stage-Start Screen

Entering a stage takes you to the **Stage-Start Screen**. If you have already cleared the stage, you will see the highest number of beads you have collected there and your best Streak (p. 18), the best medal you have acquired in the stage, and all of the treasures you have found there. Once you have reviewed this information, press the 2 Button and select the number of players you want to play with.



Stage Screen

Control Kirby as he makes his way to the end of each stage (p. 19). You can spend the beads you collect in any stage at the shops in Quilty Square (p. 20).

Beads Collected



Beads

There are four types of beads, each with a different value:

Bead Gauge and Streak



Pause Menu

Press the + Button on the **Area Screen** or **Stage Screen** to pause the game and display the **Pause Menu**. Depending on where you are, you might see different options displayed here.

Area Screen

CHANGE LAYOUT

Allows you to redecorate a flat (p. 21). This option is not available after a friend has moved into the flat.

MAP

Travel to a different area.

TAKE PHOTO

Take a photo of the current **Area Screen** (p. 24).

ALBUM

View pictures you've taken and send them to the Wii Message Board (p. 24).

QUIT

Return to the **Title Screen**.

Stage Screen

CONTINUE

Unpause the game.

START AGAIN

Start the stage again from the beginning.

CONTROLS

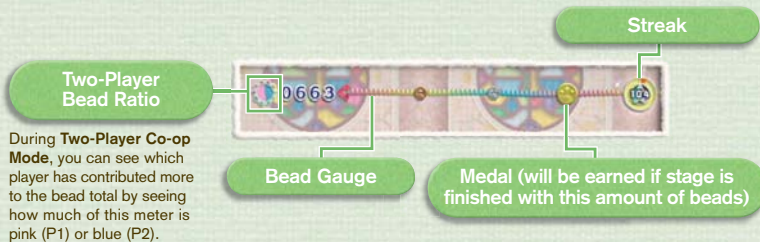
Explains how to control Kirby in the current environment.

QUIT

Quit the current stage and return to the **Area Screen**.

✕ Bead Gauge and Streak

Pick up beads to fill up your Bead Gauge. As your beads accumulate, you will reach certain medal markers. These show how close you are to earning a medal at the end of the stage. If you continue to pick up beads without taking damage, your Streak will increase and you will receive bonus beads!



✕ Taking Damage

When you are hurt, you will lose some of your beads and your Streak will return to zero. Your Bead Gauge will go down by the number of beads you drop. Losing beads may cause you to drop below the number needed to earn a medal. If this happens, you may finish the stage without earning the medal you want! Dropped beads disappear after a certain amount of time, but you might be able to pick some of them back up again.

Note: If you fall in a hole, Angie (p. 11) will carry you back to safety!



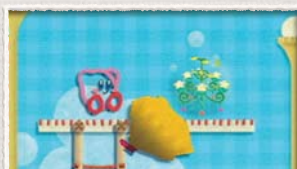
🍀 Treasures

With the exception of boss stages, each stage contains three treasures. You may find furniture that you can use when decorating flats (p. 21) or music that you hear in the game.

★ Here's how to find treasures:



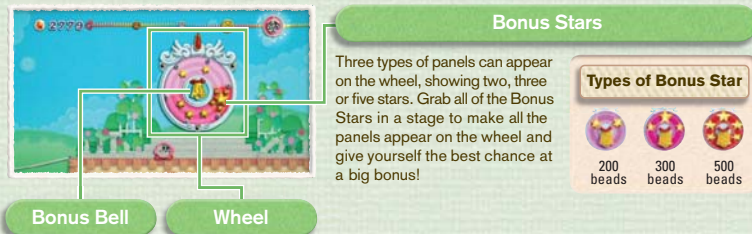
Peel off a Treasure Patch...



and see what's underneath!

✕ Ring the Bell at the Finish Line

Swing from the Bonus Bell at the end of a stage to finish that stage. When you spin the wheel, you might win bonus beads depending on the number of Bonus Stars the wheel lands on.



Clear Screen

When you clear a stage, you can view your results, including the number of beads you acquired and the medal you have earned. Press the 2 Button to return to the **Area Screen**.



🍀 Area Patches

Clearing a stage will earn you a new Area Patch. While holding this patch, press the 1 Button on the **Area Screen** to open a new stage! These patches must be used in the same area in which they were earned.

Note: You can also earn a bonus Area Patch by clearing a boss stage with a certain number of beads.

Area Patch



Quilty Square

Here you will find a fabric shop, a furniture shop, Quilty Court and the entrance to Patch Plaza, where you can view everything you've collected.

Shops

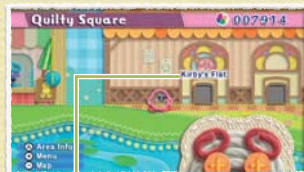
Visit the shops to trade beads for furniture and fabric. Just talk to the shop owner, use the **Control Pad** to highlight an item, then press the **2 Button** to select it. The items available at the shop will change each time you talk to the owner.



Quilty Court

Dom Woole, the manager of this small block of flats, will give Kirby his own room. You can decorate this room any way you like with the furniture and fabric you acquire. Later in the game you can also give Dom Woole a certain number of beads to add an extra floor to the building.

Note: See p. 21 – 23 for more information about Quilty Court.



Kirby's Flat

Dom Woole

Patch Plaza

Go here to read up on the various characters in the game as well as see which medals you've earned on each stage, review the in-game films, listen to music you've found, and more!

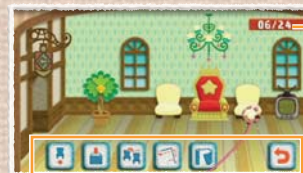


Quilty Court

You can redecorate Kirby's Flat and spruce up other rooms to attract new tenants who will become your friends!

Arrange Rooms

Press the **A Button** inside the room and hold the **Wii Remote** in the vertical position. Point the **Wii Remote** at the screen and press the **A Button** to display the **Layout Menu**.



Number of Furniture Items

Number of items placed/Maximum number of items you can place.

Layout Menu



Place Furniture

To place furniture, use the **Wii Remote Pointer** to point to  and press the **A Button**, then select a piece of furniture and press the **A Button** again. To rearrange your room, point at a piece of furniture and press the **A Button** to select it. Then, move it to another spot and press the **A Button** again to place it.

Furniture

Furniture you have not yet acquired will appear as a silhouette and cannot be selected.

Furniture Types

You can choose from four categories: Motif, Furniture, Objects, and Toy Box.



Turn Page

Point and press the **A Button** to turn the page.

Back

Return to the **Change Layout Screen**.



Put Away

To put away a piece of furniture you have placed in the room, select it and then select .



Copy

To copy an item of furniture that has been placed in a room, select , point at the piece of furniture you want to copy and press the A Button to copy it. Then point to where you want to place the copy and press the A Button again.



Reupholster

You can change the pattern and colour of some furniture items by reupholstering them with new fabrics! Select the furniture item you want to reupholster, then select  to display the screen below. Choose the type of fabric and the exact pattern you want to use, then confirm by selecting . You can also change the position and size of the fabric as you reupholster!



Wallpaper

You can place fabric you own on the floor or walls. Select , then choose where you want to put the fabric and which fabric you want to use.



Back

When you've finished redecorating the room, select , then turn the Wii Remote back to the horizontal position and press the 2 Button.

Make New Friends

At certain points in the game, Dom Woole will ask you to decorate empty rooms in Quilty Court. The silhouettes will indicate what furniture should be placed there. Placing all of the indicated furniture will make the room appealing enough for a new tenant to move in and make friends with Kirby! You can also select  to see how the room is supposed to look when it is finished and what furniture you may still need to find.

Note: Adding a floor to the block of flats will mean more rooms as well!



Silhouettes

Like This!



Listen to Your Friends!

Talk to your new friends to hear their requests. Different characters will ask you for different things, but all of them have several challenges to complete. Completing each challenge successfully will earn you a reward. After talking to a friend, you can accept a request and select your desired challenge.



Zeke

Find him and all of his friends hidden in a stage!



Beadrix

Collect enough beads before time runs out!

Challenge Screen

Depending on the type of challenge, this shows your task and the amount of time you have to complete it. If you don't complete the task, you will fail the challenge.

Conditions

Each friend will give you a different type of challenge. For example, Beatrix will always ask you to collect a certain number of beads.



Timer

Photos

Pause the game and select **TAKE PHOTO** to take a photo of the Area Screen.

You can send photos you've taken to the Wii Message Board.

Taking and Saving Photos

Select **TAKE PHOTO** on the **Pause Menu** to take a photo and display the menu below. You can save up to 10 photos in the Album.



Your Photo

SAVE PHOTO	Save your photo in the Album. If the Album is full, you will need to select ALBUM and delete some photos.
ALBUM	Display the Album. Here you can look at and erase photos or send them to the Wii Message Board.
QUIT	Return to the Area Screen . Photos you have taken will not be saved unless you put them in your Album.

Album

Select **ALBUM** on the **Pause Menu** to look at and erase photos or send them to the Wii Message Board. Select a photo to display the menu below.



TO Wii MESSAGE BOARD	Send the photo to the Wii Message Board. Once the photo is there, you can send it to your friends! For more information about the Wii Message Board, please see the Wii Message Board section of the Wii Operations Manual – Channels & Settings.
ERASE PHOTO	Erase a photo from your Album. Erased photos cannot be recovered, so please be careful!
ERASE ALL PHOTOS	Erase all photos in your Album. Erased photos cannot be recovered, so please be careful!

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**IMPORTANT HEALTH AND SAFETY INFORMATION –
READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

⚠ WARNING – SEIZURES

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before. Anyone who has had a seizure, loss of awareness or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.

Parents should supervise children when they play video games. Stop play immediately and consult a doctor if your child or you have any of the following symptoms: **Convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation.**

To reduce the probability of a seizure when playing video games, follow these precautions:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.

⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these precautions to help avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessively long play sessions. Parents should monitor their children to ensure appropriate playing time.
- Take a break of 10 to 15 minutes every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and consult a doctor.

⚠ WARNING – PREGNANCY AND MEDICAL CONDITIONS

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity.

Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote.

⚠ CAUTION – MOTION SICKNESS

Playing video games can cause motion sickness in some players. Stop playing immediately if you experience dizziness, nausea, fatigue, motion sickness or similar symptoms, or if you experience discomfort in your eyes, hands or arms, or otherwise feel unwell at any time during game play. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION – USE THE Wii REMOTE WRIST STRAP

Always keep a firm grip on the Wii Remote and Nunchuk™ controller (if being used). Use the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

DISC USAGE PRECAUTIONS

Please read and follow the guidelines listed below when using Wii or Nintendo GameCube™ Discs in the Wii console. Failure to do so may result in damage to your Wii console or Discs.

- To avoid pinching your finger, do not load the Disc with your finger in the hole. Always handle the Disc by the edges.
- Do not touch the bottom unprinted surface of the Disc. Always handle the Disc by the edges.
- Do not use cracked, damaged or repaired Discs.
- Do not bend or put excessive pressure on Discs when loading into the Wii console.
- Do not leave Discs in direct sunlight or expose them to high temperatures, high humidity or dust, dirt or other contaminants.
- When not using Discs, store them in their cases to prevent them from getting scratched, dirty or damaged.
- Do not write on, or place stickers on any part of the Disc.
- If a Disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the Disc with a soft, slightly damp cotton cloth (use water only). Clean the Disc from the centre towards the edges; do not use a circular motion.

**PLEASE ALSO READ THE Wii OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR
Wii CONSOLE, DISCS OR ACCESSORIES. THIS MANUAL IS INCLUDED WITH YOUR Wii CONSOLE
AND CONTAINS FURTHER IMPORTANT HEALTH AND SAFETY INFORMATION.**

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